Theoretical Computer Science
Algorithms, automata, complexity and games

Volume 182, Numbers 1–2, 15 August 1997

Abstracted/Indexed in: ACM Computing Reviews, Compuscience, Computer Abstracts, Current Contents: Engineering, Technology & Applied Science, Engineering Index/Compendex, INSPEC Information Services, Mathematical Reviews, Zentralblatt für Mathematik

Contents

Fundamental Study

Z.J. Czech, G. Havas and B.S. Majewski
Perfect hashing 1

Contributions

M.D. Atkinson and D. Tulley
Bounded capacity priority queues 145

J. Abello and S. Dolev
On the computational power of self-stabilizing systems 159

B. Gao and F.K. Hwang
Wide-sense nonblocking for multirate 3-stage Clos networks 171

M. Cadoli, F.M. Donini, M. Schaerf and R. Silvestri
On compact representations of propositional circumscription 183

G. Koole
Assigning a single server to inhomogeneous queues with switching costs 203

Mathematical Games

D. Mundici and A. Trombetta
Optimal comparison strategies in Ulam's searching game with two errors 217

Notes

V. Bafna, E.L. Lawler and P.A. Pevzner
Approximation algorithms for multiple sequence alignment 233

N.H. Lam
Hajós factorizations and completion of codes 245

Erratum

F. Botelho and M. Garzon
Erratum to "Boolean neural nets are observable", [Theoret. Comput. Sci. 134 (1994) 51–61] 257

Contents EATCS Bulletin Number 61 259

Contents EATCS Bulletin Number 62 263

Author index volume 182 267